

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S19	421	(jitter\$4 near sampling)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 15:54
S20	96	(jitter\$4 near sampling) and (radiance or light or irradianc\$4 or (radiance near transfer))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 15:54
S21	33	(jitter\$4 near sampling) and (radiance or light or irradianc\$4 or (radiance near transfer)) and ((mapp\$4 or map) with (point or pixel))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 15:57
S22	4	(jitter\$4 near sampling) and (radiance or irradianc\$4 or (radiance near transfer)) and ((mapp\$4 or map) with (point or pixel))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:02
S23	561	((position\$4 or normal or texutr\$4 or color\$4) near2 (pixel or point or vertic\$4 or vertex\$4)) with (float\$4 near point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:13
S24	999	((position\$4 or normal or texutr\$4 or color\$4) near2 (pixel or point or vertic\$4 or vertex\$4)) same (float\$4 near point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:03
S25	325	((position\$4 or normal or texutr\$4 or color\$4) near2 (pixel or point or vertic\$4 or vertex\$4)) near (float\$4 near point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:17
S26	292	((position\$4 or normal or texutr\$4 or color\$4) near2 (pixel or point or vertic\$4 or vertex\$4)) near (float\$4 adj point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:18
S27	218	((position\$4 or normal or texutr\$4) near2 (pixel or point or vertic\$4 or vertex\$4)) near (float\$4 adj point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:18
S28	249	((position\$4 or normal or textur\$4) near2 (pixel or point or vertic\$4 or vertex\$4)) near (float\$4 adj point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:19

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S29	5	((position\$4 or normal or textur\$4) near2 (pixel or vertic\$4 or vertex\$4)) near (float\$4 adj point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:21
S30	5	((position\$4 or textur\$4) with (pixel or vertic\$4 or vertex\$4)) near (float\$4 adj point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:21
S31	5	S30 not S29	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/05/12 16:21
S32	18	"692361"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 16:07
S33	34	((each or every or all) near direction) and ((each or every or all) near (point or pixel or triangle or primitive)) and (radianc\$4 or (ray near (trac\$4 or cast\$4)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 16:15
S34	1	(position same (texture near3 (float\$4 adj point)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 16:16
S35	0	(position with (texture near3 (float\$4 adj point)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 16:16
S36	53	((texture near3 (float\$4 adj point)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 16:16
S37	26	((texture near3 (float\$4 adj point))) and ("GPU" or (graphics near hardware))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 16:17
S38	2	("GPU" or (graphics near process\$4)) and ((each or every or all) near direction) and ((each or every or all) near (point or pixel or triangle or primitive)) and ((radianc\$4 near transfer) or (ray near (trac\$4 or cast\$4)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 17:20
S39	0	S38 not S33	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 17:20

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S40	20	("GPU" or (graphics near process\$4)) and ((each or every or all) near direction)) and ((radianc\$4 near transfer) or (ray near (trac\$4 or cast\$4)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 17:20
S41	96	(jitter\$4 near sampling) and (radiance or light or irradianc\$4 or (radiance near transfer))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 17:28
S42	33	(jitter\$4 near sampling) and (radiance or light or irradianc\$4 or (radiance near transfer)) and ((mapp\$4 or map) with (point or pixel))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 17:28
S43	5	((position\$4 or normal or textur\$4) near2 (pixel or vertic\$4 or vertex\$4)) near (float\$4 adj point))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/06/01 17:28